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(54) **PET EXERCISE AND ENTERTAINMENT
DEVICE**

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See application file for complete search history.

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A01K 15/02 (2006.01)

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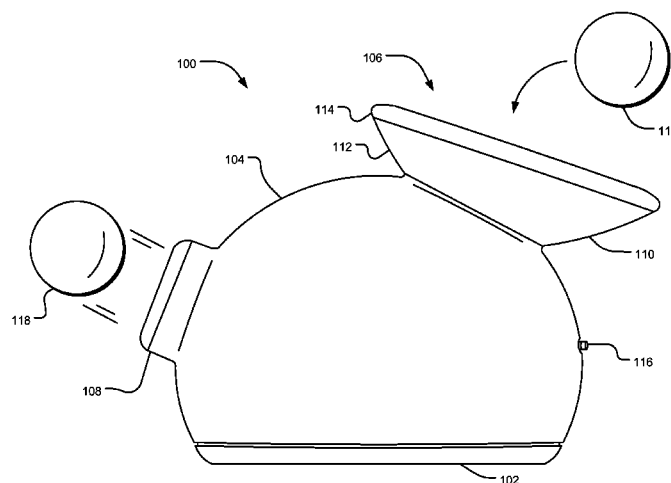
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(57) **ABSTRACT**

Implementations described and claimed herein provide systems, apparatuses, and methods for exercising and entertaining a pet. In one implementation, a pet exercise and entertainment device includes a launch funnel for launching projectiles for a pet to retrieve. The launch funnel has a feeder and a chute. The feeder is configured to receive a projectile and transport the projectile to an intake end of the chute. A sensor is configured to sense the projectile in the intake end of the chute and to command one or more motors to power up in response to sensing the projectile. An actuator is configured to release the projectile from the intake end of the chute into the launch end of the chute after a pre-determined time has elapsed. One or more wheels, rotated by the one or more motors, are configured to launch the projectile from the launch end of the chute.

30 Claims, 4 Drawing Sheets



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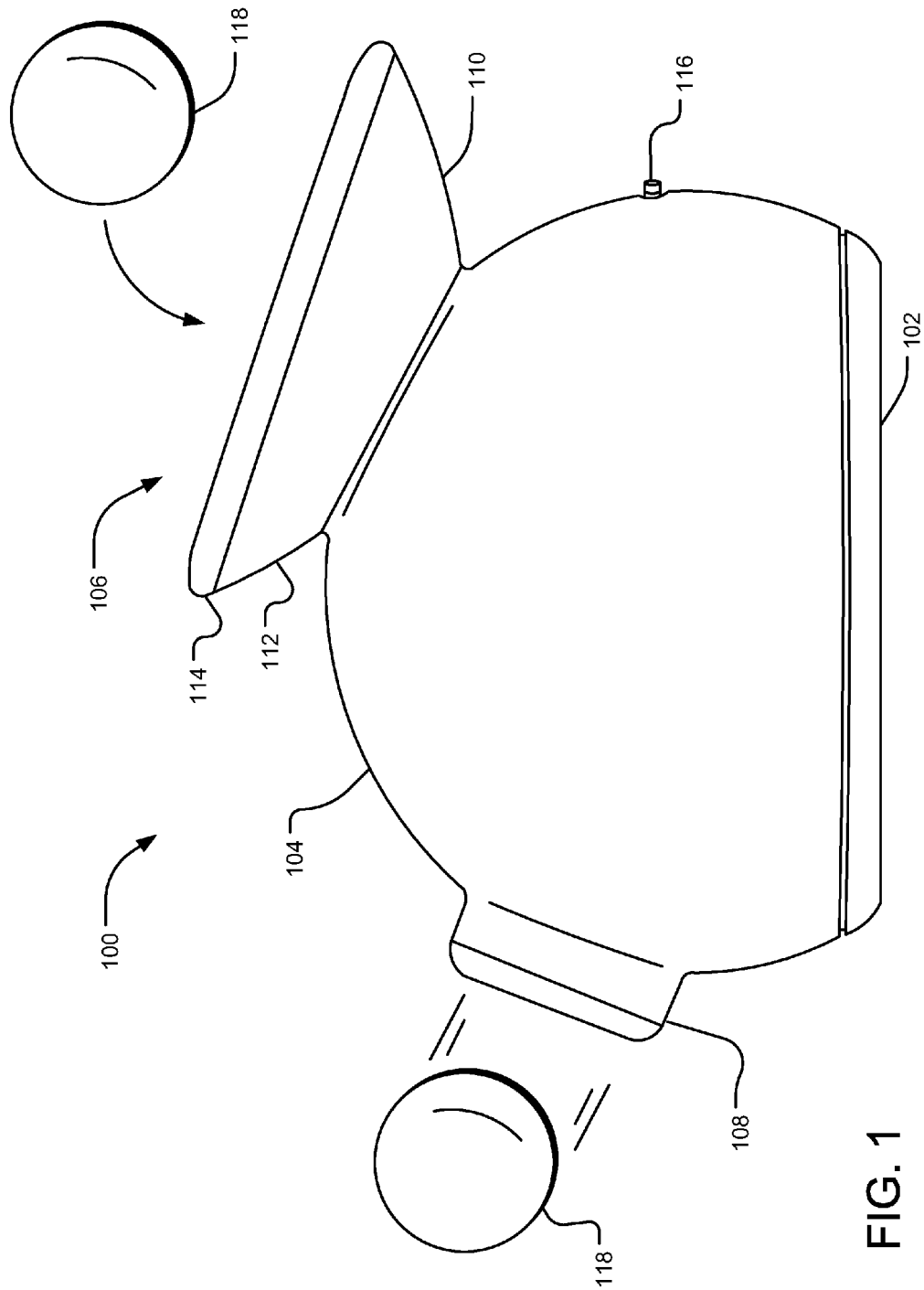
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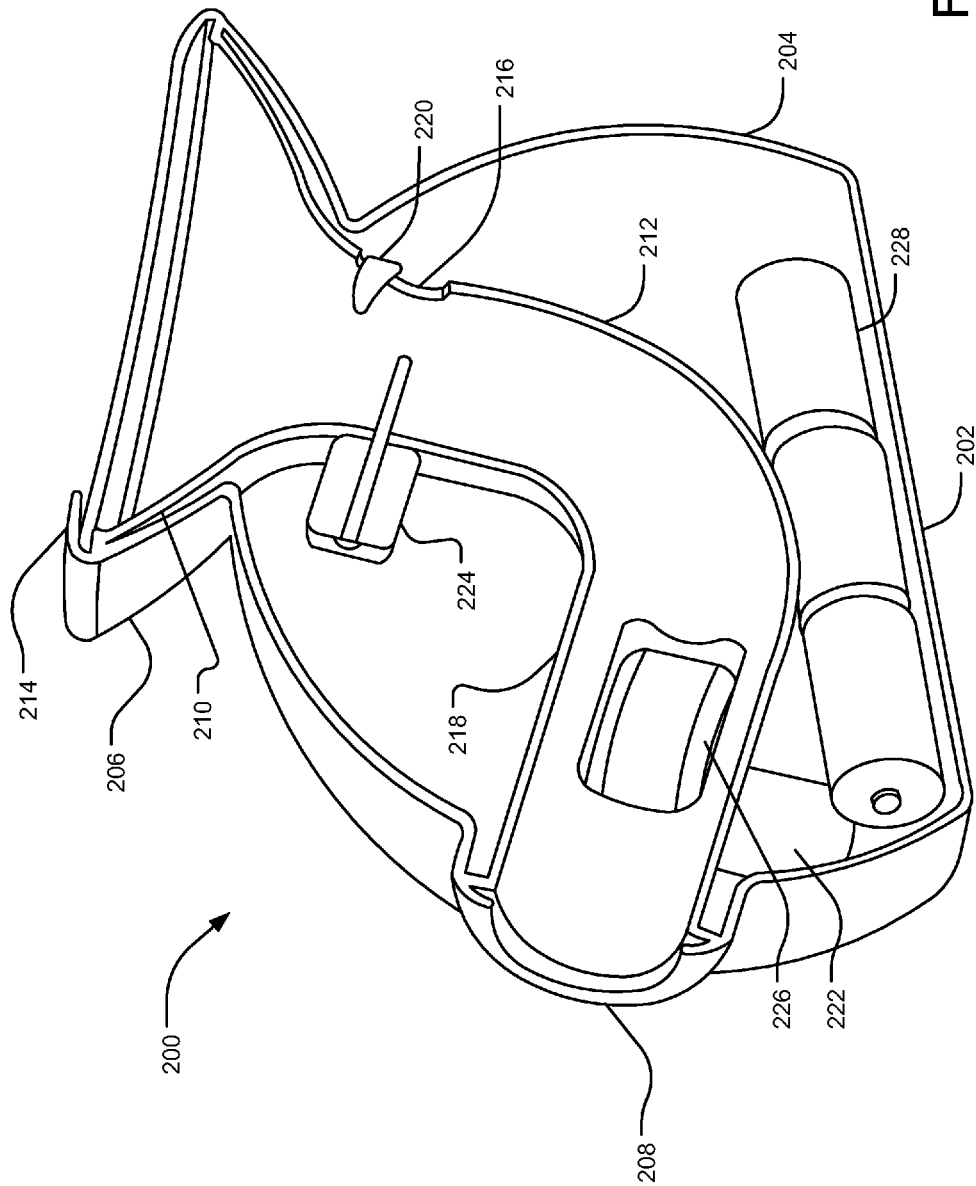


FIG. 2

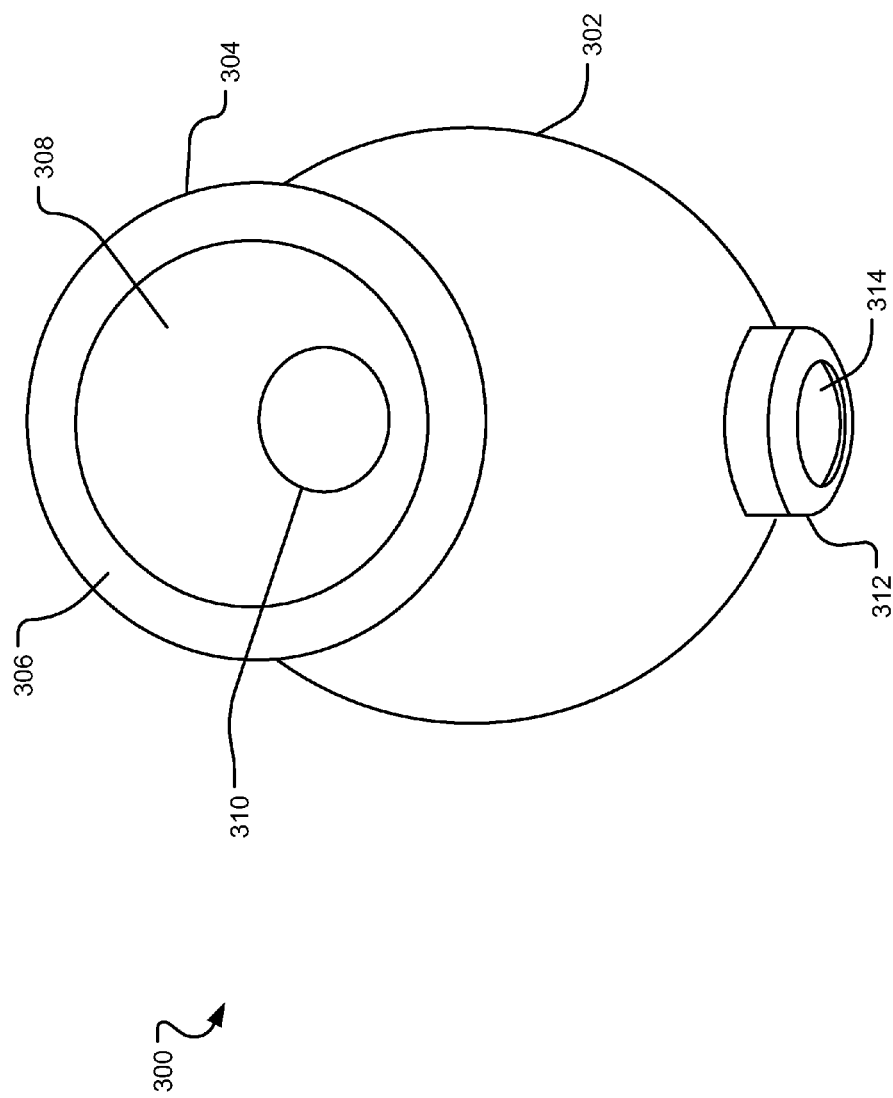


FIG. 3

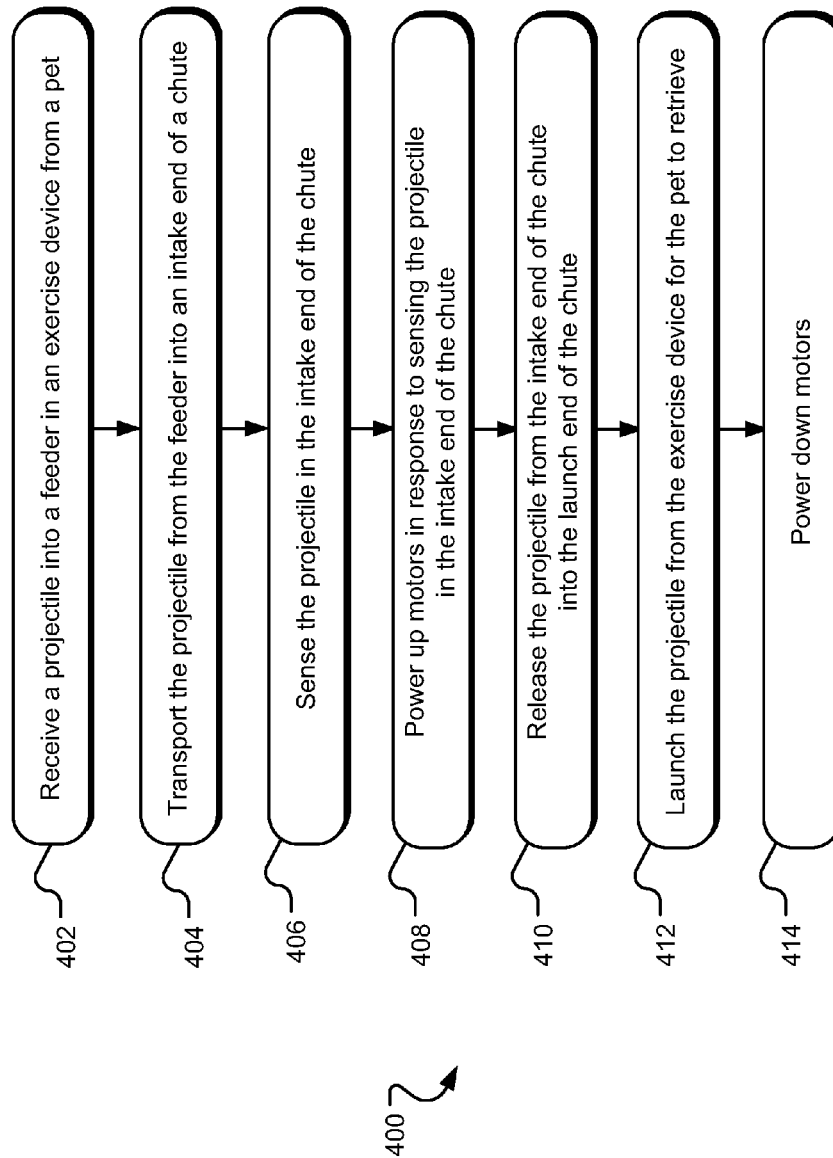


FIG. 4

1

PET EXERCISE AND ENTERTAINMENT DEVICE

CROSS-REFERENCE TO RELATED APPLICATIONS

The present application claims benefit of prior to U.S. Provisional Patent Application No. 61/606,835, entitled "Pet Controlled Exercise and Entertainment Device" and filed on Mar. 5, 2012, specifically incorporated by reference herein for all that it discloses or teaches.

BACKGROUND

Pets need exercise to ensure they are physically and mentally healthy. The amount of exercise needed depends on the species, breed, age, and health of the pet. However, most pets generally need exercise daily. Pets may receive the exercise they need through various activities, including walking, running, and playing. Many of these activities require human involvement and interaction to occur. For example, "fetch" is a popular activity for exercising a dog, which involves a human throwing a ball for the dog to retrieve and/or catch and return to the human. However, a human is often not available or not willing to participate in activities to ensure that a pet receives the exercise and/or entertainment it needs.

Some pet exercise devices launch projectiles for a pet to catch and/or retrieve. However, many of these devices require a human to load the device with projectiles to initiate the exercise activity and again once the device launches all the projectiles that were loaded into the device. Further, many of these devices continually launch projectiles until the device launches all the loaded projectiles or the device is switched off. With such devices, a pet may lose interest in the activity before the device launches all the loaded projectiles, resulting in an unnecessary depletion of the device's power as well as a mess of unretrieved projectiles in the exercise area. Additionally, with such devices, the timing of the launches is not tailored to the individual pet engaging in the activity, which may result in the pet being hit by a projectile or a pet not being able to keep up with the pace of the launches. Further, many of these devices can be tipped over by the pet such that the device does not function properly.

It is with these observations in mind, among others, that various aspects of the present disclosure were conceived and developed.

SUMMARY

Implementations described and claimed herein address the foregoing problems by providing system, apparatus, and method for exercising and entertaining one or more pets. In one implementation, a pet exercise and entertainment device includes a launch funnel for launching projectiles for a pet to retrieve. The launch funnel has a feeder and a chute. The feeder is configured to receive a projectile and transport the projectile to an intake end of the chute. A sensor is configured to sense the projectile in the intake end of the chute and to command one or more motors to power up in response to sensing the projectile. An actuator is configured to release the projectile from the intake end of the chute into the launch end of the chute after a pre-determined time has elapsed. One or more wheels, rotated by the one or more motors, are configured to launch the projectile from the launch end of the chute.

These and various other features and advantages will be apparent from a reading of the following detailed description. Other implementations are also described and recited herein.

2

BRIEF DESCRIPTION OF THE DRAWINGS

Example implementations are illustrated in referenced figures of the drawings. It is intended that the implementations and figures disclosed herein are to be considered illustrative rather than limiting.

FIG. 1 illustrates an example pet exercise and entertainment device.

FIG. 2 is a perspective cross-sectional view of an example pet exercise and entertainment device.

FIG. 3 shows a top view of an example pet exercise and entertainment device.

FIG. 4 illustrates example operations for providing exercise and entertainment for one or more pets.

DETAILED DESCRIPTION

Aspects of the present disclosure involve pet exercise and entertainment and associated systems, apparatuses, and methodologies to provide pet controlled exercise and entertainment. In one particular aspect, a pet exercise and entertainment device is configured to launch projectiles, including without limitation, balls of various sizes and types, disks, toys, food, treats, and other objects. The exercise and entertainment device includes a housing having a substantially flat base, a substantially round shell, a receiving portion configured to receive projectiles, and a launching portion configured to launch projectiles. The housing has generally smooth surfaces, which combined with the overall shape of the housing prevents a pet from easily tipping the exercise and entertainment device over. The exercise and entertainment device further includes a feeder for transporting projectiles from the receiving portion to an intake end of a chute. Either a pet or an owner may place one or more projectiles into the feeder.

Once a projectile is in the intake end of the chute, a switch senses the projectile, thereby commanding one or more motors to power up and triggering release operations. During the release operations, the projectile is held in the intake end of the chute for a pre-determined time, for example, for the motors to power up. After the pre-determined time has elapsed, the release operations command an actuator to release the projectile from the intake end of the chute into a launch end of the chute. The launch end of the chute includes one or more wheels, rotated by the motors, to launch the projectile out of the launching portion of the housing for one or more pets to catch and/or retrieve. After launching the projectile, the motors are commanded to power down.

Starting the motors after the switch senses a projectile in the intake end of the chute and stopping the motors after launching the projectile optimizes the power source of the exercise and entertainment device. Further, the timing of the launches may be tailored to the individual pet engaging in the activity. For example, the pet may control if and when the exercise and entertainment device launches a projectile by choosing when to drop a projectile to the receiving portion for each launch. Allowing the pet to control if and when the exercise and entertainment device launches a projectile reduces human involvement in the activity. Specifically, a human is not needed to load the exercise and entertainment device with projectiles to initiate and continue the exercise activity. After a human turns on the exercise and entertainment device, the pet may control the exercise activity substantially without human involvement.

It will be appreciated that the exercise and entertainment device may be used by or with one or more pets and/or one or more humans. Stated differently, one or more pets may use the exercise and entertainment device with or without human

involvement. For example, after the exercise and entertainment device is turned on, the pet may place one or more projectiles into the feeder, retrieve a projectile after launch, and place another projectile into the feeder, as needed. Conversely, a human may place one or more projectiles into the feeder for the pet to retrieve and return to the human or the feeder. Finally, the exercise and entertainment device may include features to assist in the training of a pet to use the exercise and entertainment device, as discussed herein.

FIG. 1 illustrates an example pet controlled exercise and entertainment device 100. The exercise and entertainment device 100 is configured to launch projectiles, including without limitation, balls of various sizes and types, disks, toys, food, and other objects, for a pet to catch and/or retrieve. For example, the projectile may be a miniature tennis ball approximately 40 mm in size.

In one implementation, the exercise and entertainment device 100 includes a housing, which protects the interior components of the exercise and entertainment device 100. The housing may have generally smooth surfaces, which prevent a pet from becoming tangled on the exercise and entertainment device 100 or from easily tipping the exercise and entertainment device 100 over. However, other surface textures, irregularities, and/or projections are contemplated. Further, the housing may have a decorative finish including colors, patterns, designs, and/or logos. In one implementation, the housing includes a base 102, a shell 104, a receiving portion 106, and a launching portion 108.

The base 102 is substantially flat to allow for placement of the exercise and entertainment device 100 on an indoor or outdoor surface for use. In one implementation, the base 102 is removably coupled to the shell 104 to provide access to the interior of the exercise and entertainment device 100.

The shell 104 covers the internal components of the exercise and entertainment device 100. In one implementation, the shell 104 is substantially rounded. However, other shapes, including, but not limited to, rectangular, conical, triangular, elliptical, hexagonal, hemispherical, hemiellipsoidal, cubical, pyramidal, and cylindrical, are contemplated. In one implementation, the shell 104 is coupled to the receiving portion 106 and the launching portion 108.

The receiving portion 106 is configured to receive projectiles into the interior of the exercise and entertainment device 100 for launching. In one implementation, the receiving portion 106 protrudes from the shell 104 at an angle to form a generally conical shape. The receiving portion 106 includes a lower side 110, disposed proximate to the base 102, and an upper side 112, disposed distal to the base 102. In one implementation, the lower side 110 extends further from the shell 104 than the upper side 112, permitting smaller pets to access to the receiving portion 106 and preventing projectiles from falling out of the receiving portion 106. Further, the receiving portion 106 may include a lip 114 extending towards the general center of the receiving portion 106 to prevent projectiles from bouncing out.

The launching portion 108 is configured to launch projectiles from the exercise and entertainment device 100. In one implementation, the launching portion 108 protrudes from the shell 104 to form a generally cylindrical shape. The launching portion 108 is disposed away from the receiving portion 106. For example, the launching portion 108 may be disposed on the opposite side of the shell 104 as the receiving portion 106, which ensures that the pet will not be hit with a projectile while dropping a projectile into the receiving portion 106. The location of the receiving portion 106 forces the pet to go to the rear of the exercise and entertainment device

100, so the pet will likely not be hit with the projectile when the exercise and entertainment device 100 launches the projectile.

The housing may further include one or more features to assist in the training of a pet to use the exercise and entertainment device 100. For example, the housing may include a ledge, platform, drawer, or other compartment to hold treats for use in rewarding the pet during training. Such features may be fixed or removable and may be disposed inside or outside of the housing.

In one implementation, the exercise and entertainment device 100 further includes a power switch 116 for providing electrical power to the exercise and entertainment device 100. The exercise and entertainment device 100 may be powered by various power sources, including but not limited to, batteries, an AC power outlet, and/or solar power. In one implementation, the exercise and entertainment device 100 is powered by one or more batteries disposed along the base 102 in the shell 104. The weight of the batteries stabilizes the exercise and entertainment device 100 and prevents a pet from easily tipping the exercise and entertainment device 100 over.

In an example implementation, a pet drops a ball 118 into the receiving portion 106, from which the ball 118 is transported interior of the housing. The exercise and entertainment device 100 senses the ball 118, and in response, the exercise and entertainment device 100 powers up for launch. The exercise and entertainment device 100 holds the ball 118 in the interior of the housing until a pre-determined time has elapsed. In one implementation, the pre-determined time corresponds to the amount of time it takes for the exercise and entertainment device 100 to power up after the exercise and entertainment device 100 senses the ball 118. For example, the motors may take up to 4 seconds to power up after the ball 118 is sensed. In another implementation, a human manually sets the pre-determined time. In still another implementation, the pre-determined time is updated to adapt to the intervals at which the pet drops the ball 118 into the receiving portion 106. Finally, in yet another implementation, the pre-determined time represents the amount of time it takes an average pet to move to a retrieving position (e.g., the pet is ready to retrieve a projectile) after the pet drops the ball 118 into the receiving portion 106. The pre-determined time further prevents multiple projectiles from launching at once in the event that a pet drops multiple projectiles into the receiving portion 106 together. After the pre-determined time has elapsed, the exercise and entertainment device 100 launches the ball 118 through the launching portion 108. After launching the ball 118, the exercise and entertainment device 100 powers down. Powering up after sensing the ball 118 in the exercise and entertainment device 100 and powering down after launching the ball 118 optimizes the power source of the exercise and entertainment device 100. In one implementation, when the exercise and entertainment device 100 is not launching the ball 118, the power to the motors is off and the interior electrical components are in a low-power listening mode to conserve power. The pet retrieves the ball 118, and if the pet wants to continue the exercise activity, the pet brings the ball 118 or another projectile to the receiving portion 106 for launch.

FIG. 2 illustrates a perspective cross-sectional view of an example pet controlled exercise and entertainment device 200. The exercise and entertainment device 200 is configured to launch projectiles. In one implementation, the exercise and entertainment device 200 includes a housing for protecting the interior components of the exercise and entertainment device 200. The housing may be made from a thermoplastic polymer, such as polycarbonate. However, other materials,

5

including but not limited to metal, wood, ceramics, rubber, foam, and other injection molded plastics are contemplated.

In one implementation, the housing includes a base **202**, a shell **204**, a receiving portion **206**, and a launching portion **208**. The base **202** is substantially flat to allow for placement of the exercise and entertainment device **200** on an indoor or outdoor surface for use. The shell **204** covers the internal components of the exercise and entertainment device **200**. The receiving portion **206** and the launching portion **208** provide support for a launch funnel, which is configured to receive and launch projectiles. The launch funnel includes a feeder **210** and a chute **212**. The launch funnel may be made from a thermoplastic polymer, such as polycarbonate. However, other materials, including but not limited to metal, wood, ceramics, rubber, foam, and other injection molded plastics are contemplated.

In one implementation, the receiving portion **206** protrudes from the shell **204** at an angle to form a generally conical shape. The receiving portion **206** provides support for the feeder **210**, which has a smaller diameter relative to the receiving portion **206**. A pet drops a projectile into the feeder **210**, and the feeder **210** uses gravity to transport the projectile into the chute **212**. The chute **212** may have, for example, a diameter of approximately 44 mm. In one implementation, the receiving portion **206** includes a lip **214**, extending towards the center of the receiving portion **206** partially over the feeder **210**, to prevent projectiles from bouncing out of the feeder **210**.

The chute **212** includes an intake end **216** and a launching end **218**. In one implementation, the intake end **216** receives a projectile from the feeder **210**. A switch **220** (e.g., a momentary switch, optical switch, or other sensing mechanism) senses the projectile in the intake end **216**, thereby commanding one or more motors **222** to power up. Due to the view, FIG. 2 illustrates one motor, but there may be an additional motor, for example, disposed opposite the shown motor. In one implementation, the motors **222** are configured such that they generate little noise, so the exercise and entertainment device **200** is not frightening to the pet or disruptive. For example, to reduce noise and vibrations, the motors **222** may be mounted in isolation, such as on elastomeric grommets or in an elastomeric sleeve, and one or more wheels **226** may be mounted on the shafts of the motors **222** on one side and supported by braces on the other side.

Further, after sensing the projectile, the switch **220** initiates release operations, which hold the projectile in the intake end **216** for a pre-determined time. In one implementation, the pre-determined time corresponds to the amount of time it takes for the motors **222** to power up, which may correspond to the time it takes the one or more wheels **226** to spool up to a designated RPM throw speed. The designated RPM throw speed is based on, for example, the time the wheels **226** take to spool-up, the weight of the wheels **226**, and the desired distance for launching the projectile. For example, the motors may take approximately up to 4 seconds to power up. In yet another implementation, a human manually sets the pre-determined time. In still another implementation, the pre-determined time is updated each launch to adapt to the intervals at which the switch **220** senses a new projectile is received. The pre-determined time prevents multiple projectiles from launching at once in the event that a pet drops multiple projectiles into the feeder **210** together. Further, the switch **220** may be a multi-position input switch that is configured to control multiple speeds of the motors **222** and launch distances of the projectiles. Stated differently, the switch **220** may control and dynamically change the launch distance of the projectiles by changing the speed of the motors **222**.

6

After the pre-determined time has elapsed, the release operations command an actuator **224** to release the projectile from the intake end **216**. In one implementation, the actuator **224** is a linear solenoid actuator, configured to transform the command from an electrical signal into a pull motion on an armature to release the projectile from the intake end **216**.

After release, gravity pulls the projectile from the intake end **216** along the length of the chute **212** to the launching end **218**. In one implementation, the chute **212** curves from the intake end **216** to the launching end **218**, such that the projectile is launched from the exercise and entertainment device **200** at an arc, allowing the pet to retrieve the projectile. For example, a projectile may drop in the chute **212** approximately 91 mm before reaching the curved portion of the chute **212**, and subsequent to the one or more wheels **226** engaging the projectile, the projectile is transported in the chute **212** approximately 80 mm before the projectile is launched. In one implementation, the exercise and entertainment device **200** launches the projectile at an angle that creates lift for the projectile in an indoor environment such that the projectile travels approximately 20 feet along a low, gentle arc. For example, the exercise and entertainment device **200** may launch the projectile at an angle of approximately 22 degrees, relative to the plane upon which the exercise and entertainment device **200** sits. The one or more wheels **226** partially protrude into the launch end **218** and are rotated by the one or more motors **222**. Again, due to the view, FIG. 2 illustrates one wheel, but there may be an additional wheel, for example, disposed opposite the shown wheel. In one implementation, the wheels **226** are made from a robust material, including, without limitation, rubber, plastic, and foam. The wheels **226** may be approximately 66 mm in diameter. In one implementation, the wheels **226** are spaced from each other, such that the wheels **226** compress the projectile slightly to grip the projectile for launching. For example, the wheels **226** may be spaced approximately 100 mm from the center of one of the wheels **226** to the center of the other. The rotation of the wheels **226** launches the projectile from the launch end **218** out the launching portion **208** for the pet to catch and/or retrieve. In one implementation, the motors **222** rotate the wheels **226** at approximately 4,900 to 14,000 RPM, which launches a projectile approximately 20 feet. After the projectile is launched, the switch **220** causes the motors **222** to power down.

The exercise and entertainment device **200** may be powered by various power sources, including but not limited to, one or more batteries, an AC power outlet, solar power, and/or other power source. In one implementation, the exercise and entertainment device **200** is powered by six 1.5 V C cell batteries **228** disposed along the base **202** in the shell **204**. Due to the view, FIG. 2 illustrates three batteries, but there may be three additional batteries, for example, disposed opposite the shown batteries. The weight of the batteries **226** stabilizes the exercise and entertainment device **200** and prevents a pet from easily tipping the exercise and entertainment device **200** over. In one implementation, the base **202** is removably coupled to the shell **204** to provide access to the interior of the exercise and entertainment device **200**.

FIG. 3 illustrates a top view of an example pet controlled exercise and entertainment device **300**. The exercise and entertainment device **300** is configured to launch projectiles. In one implementation, the exercise and entertainment device **300** includes a housing, which protects the interior components of the exercise and entertainment device **300**. The housing may have generally smooth surfaces. However, other surface textures, irregularities, and/or projections are contemplated. Further, the housing may have a decorative finish

including colors, patterns, designs, and/or logos. In one implementation, the housing includes a shell **302**, a receiving portion **304**, and a launching portion **312**.

The shell **302** covers the internal components of the exercise and entertainment device **300**. In one implementation, the shell **302** is substantially round. However, other shapes, including, but not limited to, rectangular, conical, triangular, elliptical, hexagonal, hemispherical, hemiellipsoidal, cubical, pyramidal, and cylindrical, are contemplated.

The receiving portion **304** is configured to receive projectiles into the interior of the exercise and entertainment device **300** for launching, and the launching portion **312** is configured to launch projectiles from the exercise and entertainment device **300**. In one implementation, the launching portion **312** protrudes from the shell **302** to form a generally cylindrical shape, and the receiving portion **304** protrudes from the shell **302** at an angle to form a generally conical shape.

The receiving portion **304** is positioned relative to the launching portion **312**. In one implementation, the launching portion **312** is disposed away from the receiving portion **304**. For example, the launching portion **312** may be disposed on the opposite side of the shell **302** as the receiving portion **304**, which ensures that the pet will not be hit with a projectile while dropping a projectile into the receiving portion **304**. In another implementation, the receiving portion **304** is disposed on an upper side of the shell **302**, distal to a base of the housing (not shown), and the launching portion **312** is disposed on a lower side of the shell **302**, proximal to the base.

The receiving portion **304** and the launching portion **312** provide support for a launch funnel, which is configured to receive and launch projectiles. The launch funnel includes a feeder **308** and a chute. The chute includes an intake end **310** and a launch end **314**.

The receiving portion **304** provides support for the feeder **308**, which has a smaller diameter relative to the receiving portion **304**. A pet drops a projectile into the feeder **308**, and the feeder **308** uses gravity to transport the projectile into the intake end **310**. In one implementation, the receiving portion **304** includes a lip **306**, extending towards the center of the receiving portion **304** partially over the feeder **308**, to prevent projectiles from bouncing out of the feeder **308**.

The launching portion **312** provides support for the launching end **314**. After receiving the projectile from the feeder **308**, the intake end **310** releases the projectile into the launching end **314**, which launches the projectile for the pet to catch and/or retrieve.

FIG. 4 illustrates example operations **400** for providing pet controlled exercise and entertainment. A receiving operation **402** receives one or more projectiles into a feeder in an exercise and entertainment device from one or more pets or a humans. In one implementation, the feeder is supported by a receiving end of a housing. In another implementation, a launch funnel includes the feeder and a chute.

A transporting operation **404** transports the projectile from the feeder into the interior of the exercise and entertainment device. In one implementation, the feeder uses gravity to transport the projectile from the feeder into an intake end of the chute. In another implementation, the projectile is mechanically transported to the interior of the exercise and entertainment device from the feeder.

A sensing operation **406** senses the projectile in the intake end of the chute. In one implementation, the sensing operation **406** senses the projectile using a switch, such as a momentary switch. However, other sensing devices are contemplated.

A responding operation **408** powers up one or more motors in response to the sensing operation **406**. In one implemen-

tation, the responding operation **408** receives a command from the switch to power up the one or more motors, and the responding operation **408** powers up the one or more motors in preparation of launch.

A releasing operation **410** releases the projectile from the intake end of the chute into a launch end of the chute. The releasing operation **410** releases the projectile in response to the sensing operation **406**. In one implementation, the releasing operation **410** releases the projectile after a pre-determined time has elapsed since the sensing operation **406**. In another implementation, the releasing operation **410** commands an actuator to release the projectile from the intake end of the chute. However, other releasing mechanisms are contemplated. In one implementation, the releasing operation **410** uses gravity to pull the projectile from the intake end of the chute to the launch end of the chute. In another implementation, the releasing operation **410** mechanically transports the projectile from the intake end of the chute to the launching end of the chute.

A launching operation **412** launches the projectile from the exercise and entertainment device for the pet to retrieve. In one implementation, the launching operation **412** launches the projectile from the launching end of the chute. In another implementation, the launch end of the chute is supported by a launching portion of the housing. After the pet catches and/or retrieves the projectile, the pet may return the projectile or another projectile to the exercise and entertainment device, thereby repeating the operations **400**.

After the launching operation **412**, a powering down operation **414** powers down the motors until another projectile is sensed in the sensing operation **406**. The powering down operation **414** optimizes the power source of the exercise and entertainment device. In one implementation, the powering down operation **414** comprises turning off or reducing the power to the motors and setting the interior electrical components in a low-power listening mode to conserve power.

In the present disclosure, it is understood that the specific order or hierarchy of steps in the methods disclosed are instances of example approaches. Based upon design preferences, it is understood that the specific order or hierarchy of steps in the method can be rearranged while remaining within the disclosed subject matter. The accompanying method claims present elements of the various steps in a sample order, and are not necessarily meant to be limited to the specific order or hierarchy presented.

While the present disclosure has been described with reference to various embodiments, it will be understood that these embodiments are illustrative and that the scope of the disclosure is not limited to them. Many variations, modifications, additions, and improvements are possible. More generally, embodiments in accordance with the present disclosure have been described in the context of particular implementations. Functionality may be separated or combined in blocks differently in various embodiments of the disclosure or described with different terminology. These and other variations, modifications, additions, and improvements may fall within the scope of the disclosure as defined in the claims that follow.

What is claimed is:

1. A pet exercise and entertainment device comprising:
 - a chute extending from an intake end to a launch end;
 - a feeder having a wide mouth that tapers in diameter from an edge to the intake end of the chute, the feeder configured to receive a projectile and transport the projectile to the intake end of the chute;

9

a sensor configured to sense the projectile in the intake end of the chute and to command one or more motors to power up in response to sensing the projectile; an actuator configured to automatically release the projectile from the intake end of the chute into the launch end of the chute, after a pre-determined time has elapsed, in response to when the sensor sensed the projectile in the intake end; and one or more wheels, rotated by the one or more motors, configured to launch the projectile from the launch end of the chute for a pet to retrieve.

2. The pet exercise and entertainment device of claim 1, wherein the pre-determined time corresponds to an amount of time it takes for the one or more motors to power up.

3. The pet exercise and entertainment device of claim 1, wherein the sensor is configured to control a speed of the one or more wheels to set a launch distance of the projectile.

4. The pet exercise and entertainment device of claim 3, wherein the launch distance of the projectile is approximately 20 feet.

5. The pet exercise and entertainment device of claim 3, wherein the speed of the one or more wheels is approximately 4,900 to 14,000 rotations per minute.

6. The pet exercise and entertainment device of claim 1, further comprising:
a housing having a receiving portion and a launching portion.

7. The pet exercise and entertainment device of claim 6, wherein the feeder is supported by the receiving portion of the housing and the chute is supported by the launching portion of the housing.

8. The pet exercise and entertainment device of claim 1, wherein the chute curves from the intake end to the launching end, the curve configured to launch the projectile at an arc from launch end of the chute.

9. The pet exercise and entertainment device of claim 8, wherein the arc has an angle of approximately 22 degrees.

10. A method for providing pet and entertainment, the method comprising:

receiving a projectile into a feeder having a wide mouth that tapers in diameter from an edge to an intake end of a chute;

transporting the projectile from the feeder into the intake end of a chute; sensing the projectile in the intake end of the chute;

powering up one or more motors in response to sensing the projectile in the intake end of the chute, the one or more motors rotating one or more wheels;

automatically releasing the projectile from the intake end of the chute into a launch end of the chute, after a pre-determined time has elapsed, in response to when the sensor sensed the projectile in the intake end of the chute; and

launching the projectile from the launching end of the chute using the one or more wheels.

11. The method of claim 10, wherein the pre-determined time corresponds to an amount of time for the one or more motors to power up.

12. The method of claim 11, wherein the amount of time for the one or more motors to power up corresponds to a length of time for the one or more wheels to reach a designated rotations per minute speed.

13. The method of claim 12, wherein the designated rotations per minute speed ranges from approximately 4,900 to 14,000 rotations per minute.

14. The method of claim 12, wherein the designated rotations per minute speed sets a launch distance of the projectile.

10

15. The method of claim 14, wherein the launch distance of the projectile is approximately 20 feet.

16. The method of claim 10, wherein the projectile is transported from the feeder to the intake end of the chute using gravity.

17. The method of claim 10, wherein the projectile is sensed in the intake end of the chute using a switch.

18. The method of claim 10, wherein the projectile is released from the intake end of the chute into the launch end of the chute using an actuator.

19. The method of claim 10, further comprising:

powering down the one or more motors in response to launching the projectile from the launching end of the chute.

20. The method of claim 10, wherein the projectile is launched at an arc.

21. A pet exercise and entertainment device comprising:

a chute extending from an intake end to a launch end;

a feeder having a top opening that is wider than an opening of the intake end, the feeder receiving a projectile from a pet through the top opening and funneling the projectile to the opening at the intake end of the chute;

an actuator having a portion positioned within the opening at the intake end of the chute, the portion of the actuator positioned within the opening supporting and preventing the projectile from transporting through the chute to the launch end until the actuator is signaled to release the projectile;

a sensor in communication with the actuator, the sensor sensing the projectile in the intake end of the chute when the projectile is supported by the actuator, the sensor commanding at least one motor to power up in response to sensing the projectile and the actuator to release the projectile from the intake end of the chute after a pre-determined amount of time elapses from when the sensor initially sensed the projectile; and

at least one wheel, rotated by the at least one motor, launching the projectile from the launch end of the chute for the pet to retrieve following release of the projectile from the intake end of the chute.

22. The pet exercise and entertainment device of claim 21, wherein the pre-determined time corresponds to an amount of time it takes for the at least one motor to power up.

23. The pet exercise and entertainment device of claim 21, wherein the sensor is configured to control a speed of the at least one wheel to set a launch distance of the projectile.

24. The pet exercise and entertainment device of claim 23, wherein the launch distance of the projectile is approximately 20 feet.

25. The pet exercise and entertainment device of claim 23, wherein the speed of the wheel is approximately 4,900 to 14,000 rotations per minute.

26. The pet exercise and entertainment device of claim 21, further comprising:

a housing having a receiving portion and a launching portion.

27. The pet exercise and entertainment device of claim 26, wherein the feeder is supported by the receiving portion of the housing and the chute is supported by the launching portion of the housing.

28. The pet exercise and entertainment device of claim 21, wherein the chute curves from the intake end to the launching end, the curve configured to launch the projectile at an arc from launch end of the chute.

29. The pet exercise and entertainment device of claim 28, wherein the arc has an angle of approximately 22 degrees.

11**12**

30. The pet exercise and entertainment device of claim **21**, wherein the actuator is a linear solenoid actuator and the portion is an armature that retracts from within the opening at the intake end of the chute to release the projectile.

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